



Let's play "Rush Goalie"

May - July 2021

Let's Play Rush Goalie

General information on the game

"Rush Goalie" (in Greek: "bakoterma" or "pagoterma") is an informal game of football between two teams, where there is no official goalkeeper.

Football Tournament for children

Participation Information - Eligibility

Eligible to take part in the Rush Goalie Tournament are boys and girls in two age categories:

- A. Ages 10-12 years old (born 2009-2011)
- B. Ages 13-15 years old (born 2006-2008).

The four (4) players making up each team must be named during registration.

The maximum number of participants in each age category is sixteen (16) teams, which will be separated into four (4) groups by online draw. The teams can view the match schedule [here](#), and match results will be posted [here](#).

Registration Process

Each team will appoint a team leader aged 18 and above, who will be responsible for collecting a signed consent form from the parents/guardians of each team member and filling in the details of each team member on the registration form. The signed consent forms for the entire team [all four (4) team members] will then be submitted online by the team leader.

Confirmation of Team Participation

Participation in the tournament is free. In order to validate and confirm registration, team leaders must submit the correct and true details of each of the four (4) team members. Participation in the tournament will be on a first come first served basis.





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In addition, on the first day of play, the teams will need to bring along a completed and signed Parental Consent Form for each child, which will be filed by the tournament secretary, as is required for the participation of minors.

Moreover, on each day of play, team members will need to carry their player registration Card, completed and signed and bearing the date of the match, as is required for the participation of minors.

Cancellation of Team Participation

All teams have the right to cancel their participation in the Rush Goalie Tournament online. Given the limited numbers of spots, the organizers will confirm cancellations with the participants. There is no provision for replacing one team with another after the tournament has begun.

Player Replacement

In the event that, during the course of the tournament, it becomes necessary to replace one of the four team members, the request will be approved upon informing the organizers. A consent form will need to be provided for the new member joining the team. The same applies to the player registration Card, which will need to be submitted completed and signed and bearing the date of each match.

Match Schedule

The match schedule (match dates) and combinations (group matches and knockouts) will be announced once registrations are complete.

- First Round – Group matches: The four teams in each group will play three matches. The two teams with the highest number of points will qualify for the next round. In the case of a draw, the team to qualify will be the one with the highest number of goals.
- Second Round – Quarter finals: All matches are knockouts and no points are allocated.
- Third Round – Semi finals: All matches are knockouts and no points are allocated.





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- Fourth Round – Final: This is a knockout match and no points are allocated.

Definitions

- **The pitch** is the field of play demarcated by the outer lines.
- **A match** is a game between two teams.
- **An offence** is any action by a player, team, substitute, assistant or coach which is contrary to the rules of the game.
- **The match result** is determined by the number of goals scored.
- **A win** is when one of the two teams has scored more goals than the other at end of play.
- **A draw** when the match has ended with both teams having scored the same number of goals, or when no goals have been scored by either team.
- **A defeat** is when one of the two teams has scored fewer goals than the other at end of play.

Equipment

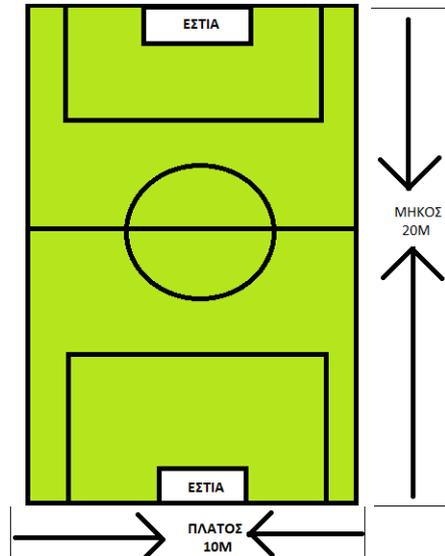
- **No.3 Footballs:** Provided by the organizers.
- **Results board:** Placed at a spot visible to all players taking part in the match.
- **Timekeeping equipment:** The timekeeping equipment (handheld stopwatch) used is electronic. The referee and secretary are equipped with a stopwatch.
- **Team kit colors:** Each team will wear shirts of a different color in order to distinguish between them and facilitate play.
- **Whistle:** Used to control the game. The referee is equipped with a whistle.
- **Scoreboard:** Placed at a spot visible to all players taking part in the match.
- **Protective barrier:** Used to demarcate the field of play.
- **Goals:** Basic equipment for carrying out a game of football.
Dimensions: length 258cm, height 195cm



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PITCH



- The playing field surface will be turfed.
- The dimensions of the area of play will be 20m x 10m.
- The dimensions of the barrier will be 26m x 16m.

Glossary of game terms

- **Kickoff:** The method of starting or restarting play at the center of the pitch:
 1. At the start of the match
 2. After a goal is scored
 3. At the start of the second half
 4. At the start of each period of extra time, as required
- **Corner:** A corner kick in football is a method for restarting play after the ball has gone out of play. A corner kick is awarded to the attacking team when a player of the defending team has sent the ball, deliberately or accidentally, over the goal line of their team's post. The referee decides whether a corner will be awarded, by pointing to the corner area from which the kick is to be taken.
- **Offside:** The **offside** rule will not apply in the Rush Goalie Tournament.
- **Foul:** When a player obtains the ball from their opponent in an irregular way (pushing, tackling, etc), that is deemed as a foul. The referee whistles and interrupts the match, awarding the ball to the team of the player who was fouled against.



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- **Penalty:** A penalty kick is a method for restarting play, whereby a player is allowed to take a single shot on the goal while it is defended only by the opposing team's goalkeeper. A free penalty kick is taken from a distance of 5 meters.
- **Throw-in:** A throw-in is a method for kicking the ball back into play when it has gone over the touch line and exited the side of the field of play.
- **Cards:** The referee holds two cards: yellow and red. When a player has received two yellow cards, this is followed by the red card, and the player is dismissed from the pitch for 3 minutes. They will return to the field of play when instructed by the referee.
- **Dismissal:** A player can be sent off or banned from play if they display unfair behavior against the opposing team, and/or use swearwords.

Game features

- **Team players:** Each team is made up of three main players and one substitute.
- **Goalkeeper:** The goalkeeper is appointed by the team. They have the same rights and are subject to the same restrictions as all other players. The goalkeeper wears a distinctive shirt of a different color to that of the other team members. The goalkeeper is substituted during a break in the game, with the referee's consent, and the new player appointed to the post of goalkeeper must put on the distinctive shirt. They are allowed to handle the ball with their hands only within their goal area. They have the right to move across the pitch and score with their feet. The use of gloves is not compulsory.
- **Duration:** Each match will last 45 minutes and will comprise two halves of 20 minutes, with 5 minutes of half time. There will be no additional time, except in the event of injury, in which case the duration will be determined by the referee.
- **Warmup:** The physical, mental and cognitive preparation of players before training, the purpose of which is to fine-tune the body's response to physical strain, prevent injury and maximize performance. Warmup begins 10 minutes before kickoff.
- **Active play time:** All players must be allowed equal time in active play, and substitutions will be made every 5 minutes.
- **Appearance - Attire:** The teams will wear tournament shirts and are expected to be equipped with appropriate sports- and footwear.
- **Irregular play:** The definition of irregular play is when a player attempts to intercept another player's game in a violent or unfair manner.
- **End of play (Full time):** The match ends with the referee's final whistle. The teams are then asked to leave the field of play (pitch).





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- **Start of play:** The match starts with the referee's whistle. The teams must be gathered in their respective areas 5 minutes before the scheduled start of their match.
- **Restart of play:** Play can be restarted only following the referee's whistle. Goals scored by direct kick do not count.
- **Half Time:** Defined as the rest time for players between the two halves of a match. The duration of half time is 5 minutes.

During the match

1. **The teams must arrive at the venue** 45 minutes before the scheduled start of their match (to allow for the verification of each team's documentation). In the event that a team does not show up on match day, the opposing team is automatically awarded a 3-0 win.
2. All sports equipment is checked **before the start of each match**. In the event of damage or loss during the course of play, the equipment will be replaced.
3. **Footwear:** The use of shoes with studs is forbidden.
4. **The coin toss** determines which team will kick off the match and which end of the pitch each team will play.
5. **Placement of substitutes and escorts**
Substitutes and escorts will watch the match from a point defined by the organizers.
6. **Scoring**
After the end of each match, the score will be submitted to the secretary by the referee, recorded on the match sheet and signed by the escorts. It will then be posted on the scoreboard.
7. **Extra Time**
In the event of a draw during the group stage, there will be no extra time. Extra time will be given in the quarterfinals, semifinals and the final match, and will consist of two halves of 5 minutes each.
8. **Penalty Shootout**
If the score is still tied after extra time, the game goes into a penalty shootout. Each team has three shots at goal, which are taken in turns.



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9. Points

- When a team scores a win, they are awarded 3 points.
- When a match ends in a draw, both teams are awarded 1 point each.
- The losing side is awarded no points.

10. Player substitutions

Player substitutions are compulsory and will be made every 5 minutes, in order to ensure equal time in active play for all players.

11. Qualification for the next round

The two teams with the highest number of points out of each group will qualify for the next round.

12. Prizes

The top team out of each category will receive as prize determined by the organizers.

Team Captain

- Appointed by the team informally before the start of play.
- Represents the team in the coin toss and decides which team will kick off the match.
- Reminds team members of player substitutions.

Adult Chaperone Duties

- Responsible for escorting the underage members of the team (submitting the required documents to the secretary).
- Guidance for the use of the toilet.
- Safekeeping of the team members' personal belongings
- Their presence by the pitch is required throughout the duration of each match.

Referee Duties

- Communication with reception.
- Submitting final match scores to reception.
- Responsible for equipment.



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- Responsible for the pitch and pitch checks.
- Keeping time for each team.
- Performing the draw to allocate kit colors for each team.
- Responsible for the smooth running of matches and upkeeping of the rules.

Secretary Duties

- One person will be appointed to the role of secretary.
- Recording and posting match results.
- Collecting registration documents (parental consent and COVID-19 form).
- Recording the score.
- Timekeeping.
- Communication with the team chaperones.

Rush Goalie is a free organized game. For the requirements of the tournament, the organizers consulted the official FIFA rules for futsal, and applied the necessary adaptations.

